

Elder Gods

Gaea

Calling: Majesty

Edge: 4

Str 16X, Agi 10X, Int 8A, Wil 15D

Skills: archaeology, biology, chemistry, energy control, genetics, geology, linguistics [speaks all the languages of Earth], medicine, occult; mental control

Powers

Air Control 20 [all stunts]

Earth Control 20 [all stunts]

Fire Control 20 [all stunts]

Healing 24 [limit: life-forms from planet earth only, raising the dead]

Hyperlinguistics 15

Immortality [invulnerable to aging and disease,]

Life Support [All]

Magical Energy Control 14 [empowerment, force field, power amplification (magic only)]

Shapechange 10 [limit: imitation (female humanoids only)]

Size Alteration 18 [limit: growth only]

Telekinesis 14

Telepathy 22 [astral detection, life detection, telelocation]

Teleportation 22

Water Control 20 [all stunts]

Weather Control 20 [all stunts]

Set

Calling: Demolisher

Edge: 4

Hindrance: monstrous

Str 22X, Agi 15X, Int 24D, Wil 28X

Skills: occult

Powers

Body Armour +6

Life Support [All]

Magic 22 [all powers]

Magical Energy Control 22 [all stunts]

Regeneration 20

Set's power is so great that he could use virtually any power at intensity 22 although he was trapped in his own pocket dimension after a confrontation with the Demogorge. Later it seems likely that he was killed by the avengers with the aid of the Demogorge with his dimension having imploded destroying his body with it, it is possible that a part of him survived however and he may eventually regenerate.

Through the Serpent Crown Set can use the following powers out to firing distance.

Mind Control 16

Telepathy 16 [mental probe]

Once the Serpent Crown has a wearer Set can grant virtually any power at intensity 16.

Chthon

Calling: Exemplar

Edge: 4

Hindrance: monstrous, Grounded [Chthon has near limitless power in his own dimension and is able to employ almost any power at 24 intensity, the powers below are the powers in his earthly incarnation]

Str 22X, Agi 12X, Int 20D, Wil 22B

Skills: occult; intimidation, mental control, trance

Powers

Energy Blast 18 (mystical energy)

Flight 18

Mind Control 18 [possession]

Psychic Blast 18

Teleportation 18

He can also use any powers of his host and just recently in attempted to create a mystical glyph on the Earth, writing on the surface of the world with Quicksilver's superspeed.

Special Mentions

Shuma Gorath

Calling: Majesty/Exemplar

Edge: 4

Hindrance: banishment (when Shuma Gorath loses a confrontation on a dimensional plane he cannot enter it again for several millennia), monstrous

Str 22X, Agi 1X, Int 10B, Wil 28D

Skills: dimensional geography, energy control, occult; mental control

Powers:

Additional Limbs 22 [constriction, elongation, seven league strides]

Astral Projection 24 [dimensional travel, mind control (possession)]

Body Armour +7

Energy Control 20

Life Support [all]

Magical Energy Control 24 [absorption]

Phasing 22

Transmutation 24

Shuma Gorath must possess a sentient being in order manifest himself fully on another plane. Each week of possession enables Shuma Gorath to increase his presence, it takes approximately 20 weeks for him to be able to manifest physically.

Although not an elder god of Earth Shuma Gorath was a Lord of Chaos, beings of unimaginable power, malevolence, and entropy. For a time he ruled prehistoric humans before he was banished. He later returned until forced out of this plane by Doctor Strange.

Asgardians

Typical Asgardian

Str 15, Agi 3, Int 5, Wil 6

Invulnerable to disease, Resistance to aging

Odin (deceased, his spirit fights Surtyr everyday in order to protect the Earth dimension)

Str 17A, Agi 12D, Int 10B, Wil 20A

Calling: Majesty

Edge: 4

Skills: axes, clubs, spears, swords; archery; dimensional geography, lore [Asgardian], occult; leadership, mental control, military, politics

Powers

Cosmic Awareness 20

Dimensional Travel 18

Invulnerable to disease

Magic 18

Odin Force 22* [ability boost, absorption, energy blast, energy gift, gestalt, illusion, healing, size alteration]

Resistance +10 to aging

Resistance +15 to aging, cold, corrosives, fire, and poison while in Asgard

Equipment: armour +7, 'Gungnir' spear +7, 'Thrudstock' mace +7 [power amplification 2 [Odin Force]]

*While he is dead and continues to fight Surtyr in the land between life and death Odin has no access to the Odin Force which has passed on to his son Thor.

Bor

Str 21A, Agi 12D, Int 6C, Wil 12C

Calling: Majesty

Edge: 4

Hindrance: Susceptible to magic

Skills: axes, clubs, spears, swords; archery; dimensional geography, lore [Asgardian]; leadership, military

Powers

Cosmic Awareness 5

Invulnerable to disease

God-Force 22 [ability boost, energy blast, energy gift, starburst]

Resistance +10 to aging

Equipment: Body Armour +3, Axe +7, Shield +5

The father of Odin and former king of Asgard, Bor died thanks to the machinations of Loki who first turned him to snow and then reformed him centuries later causing him to battle Thor who struck the killing blow against Bor. Despite his weakness against sorcery, Bor was every bit as powerful as his son. He was the strongest of the gods and had godly power that

rivalled that of the Odin Force. When he was restored to life he was able to sense that Odin was dead and attacked Thor after he sensed the power of Odin within him.

Amora the Enchantress

Calling: Greed

Edge: 2

Str 15X, Agi 6X, Int 5C, Wil 11D

Skills: lore [Asgardian], occult; manipulation

Powers

Emotion Control 16 [limits: love only (with her only), touch only (by a kiss)]

Invulnerable to disease

Magic 11

Resistance to aging +8

Baldur

Calling: Majesty

Edge: 3

Hindrances: susceptible to mistletoe; fatally vulnerable to mistletoe (mistletoe completely negates his immortality and body armour)

Str 16D, Agi 6D, Int 5D, Wil 10D

Skills: swords; equestrian; lore [Asgardian]; observation

Powers*

Animal Control 10 [limit: birds only (Baldur was skilled in speaking with birds from a young age)]

Body Armour +8

Immortality

Invulnerable to disease

Life Support [all]

Light/Heat Control 16 [blinding blast, energy blast] Baldur has used this ability to melt frost giants to a more manageable size

Resistance to aging +10

Equipment: Sword of Asgardian Steel +6

*Note that these were his powers before Ragnarok although even then in the end he died along with the others. In new Asgard, Baldur no longer has his powers of Body Armour, Immortality, or Life Support. Very rarely did he use his light/heat control powers in the past preferring instead to utilise the strength of his sword arm.

Frigga

Calling: Majesty

Edge: 3

Str 15X, Agi 3X, Int 10C, Wil 16D

Skills: lore [Asgardian], occult; mental control

Powers

Invulnerable to disease

Magic 16

Resistance +8 to aging

Heimdall

Calling: Guardian (of Asgard)

Edge: 3

Str 17C, Agi 6X, Int 5D, Wil 8D

Skills: brawling, swords; lore [Asgardian]; observation

Powers

Cosmic Awareness 6

Enhanced Senses 18 [infravision, microscopic vision, penetration vision, protected senses, telescopic vision, truesight]

Invulnerable to disease

Life Support [sleep]

Precognition 6

Resistance +8 to aging

Heimdall's Cosmic Awareness and Precognition powers are tied to his Enhanced Senses.

Hela

Calling: Majesty

Edge: 3

Str 20D, Agi 13X, Int 8X, Wil 12D

Skills: swords; dimensional geography, lore [Asgardian], occult; mental control

Affliction 18 [limit: stunts only; aging, aging reversal]

Astral Projection 16

Invulnerable to Disease

Life Drain 18

Magic 12 [Intellect and Willpower linked powers]

Regeneration 20 [limit: stunt only; raising the dead (Asgardians only and only those in her realm)]

Resistance +10 to Aging

Hoder, Blind god of winter

Calling: Outcast

Edge: 2

Hindrance: physically disabled (completely blind)

Str 15X, Agi 3X, Int 5D, Wil 9X

Skills: energy control, lore [Asgardian]

Powers

Cold Control 18

Invulnerable to cold and disease

Precognition 24

Resistance to Aging +8

Hermod

Calling: Adventurer

Edge: 2

Str 15D, Agi 10D, Int 5D, Wil 6X

Skills: swords; fast exit; lore [Asgardian]

Powers

Invulnerable to disease

Lightning Speed 18 [mach control]

Resistance to Aging +8

Iduun, Keeper of the Golden Apples

Calling: Responsibility of Power

Edge: 2

Str 15X, Agi 4X, Int 6D, Wil 8X

Skills: lore [Asgardian]

Powers

Invulnerable to disease

Resistance to Aging +8

Karnilla, the Norn Queen

Calling: Majesty

Edge: 3

15D, Agi 6D, Int 8C, Wil 16C

Skills: swords; archery; lore [Asgardian dimension], occult; leadership, mental control

Powers

Magic 16 [Some of her known stunts include: dimensional travel, force field, illusion, paralysis, resistance, sedation, transmutation]

Loki

Calling: Vengeance (on Thor)/World Domination (of Asgard)

Edge: 3

Hindrance: Lightweight (str is halved when dealing damage)

Str 16D, Agi 6D, Int 8C, Wil 15C

Skills: swords, gadgetry [magical talismans]; lore [Asgardian], occult; manipulation, mental control

Powers

Astral Projection 14

ESP 14

Hypnosis 14

Invulnerable to Disease

Magic 15

Resistance +8 to Aging

Telepathy 22 [limit: communication only]

Sif

Edge: 2

Str 15D, Agi 8X, Int 5D, Wil 10X

Skills: swords; lore [Asgardian]

Powers

Invulnerable to disease

Resistance to Aging +8

Equipment: Enchanted Sword +7 [dimensional travel 16 [passengers], teleport 16 [passengers]]

Sigyn

Calling:

Edge: 2

Str 15X, Agi 6X, Int 8C, Wil 9X

Skills: lore [Asgardian], occult

Powers

Invulnerable to disease

Magic 9

Resistance to Aging +8

Sigyn is the wife of Loki, she has some skill in magic although is by no means a mighty sorceress she can still be considered to have access to all the basic magic stunts.

Thor, Reborn Lord of Asgard

Calling: Majesty

Edge: 4

Str 20B, Agi 6D, Int 6B, Wil 12D

Skills: hammers, swords, wrestling; archery; lore [Asgardian], medicine, mythology; leadership

Powers

Detection 12 [illusions]

Invulnerable to disease

Life Support [air]

Odin Force 22* [ability boost, absorption, energy blast, energy gift, gestalt, illusion, regeneration/healing, size alteration]

Resistance +10 to aging, cold, fire, poison, and radiation

Weather Control 9 [all stunts]

Equipment: Armour of Asgardian Steel +6, Mjolnir +7 (intensity 18 powers: Air control, Automatic Return, Blinding, Detection [magic], Dimensional Travel, Energy Blast, Energy Reflection, Flight, Life Drain, Unbreakable, Power Amplification [boosts Thor's natural weather control ability to 18], Worthiness [and str 15+ required])

*With the death of Odin, Thor inherits the Odin force increasing his personal power. Before the inheritance of the Odin Force Thor had strength 19B and Willpower 10D. It should be noted that for some mysterious reason the Odin force has diminished with the last of it being used to restore Mjolnir. It is uncertain why the power has left him, perhaps it is returning to Odin who is trapped in the place between life and death or perhaps the writers of Thor wanted to bring him back down in power.

Tyr

Calling: Outcast

Edge: 3

Hindrance: physically disabled (missing right hand)

Str 16A, Agi 6X, Int 5D, Wil 8D

Skills: axes, boxing, brawling, clubs, swords, wrestling; lore [Asgardian]; military

Powers

Invulnerable to disease

Resistance to Aging +8

Tyr has clashed with Thor at times due to Thor becoming the greatest defender of Asgard instead of Tyr. He is still a mighty warrior and has much knowledge of the ways of war.

Warriors Three

Hogun the Grim

Calling: Adventurer

Edge: 2

Str 16A, Agi 8D, Int 6D, Wil 8C

Skills: brawling, clubs, spears, swords; equestrian; lore [Asgardian]; survival, tracking

Powers

Invulnerable to disease

Resistance +8 to aging

Equipment: mace of Asgardian steel +6

Fandral the Dashing

Calling: Adventurer

Edge: 2

Str 16B, Agi 8C, Int 5D, Wil 9X

Skills: boxing, brawling, swords; acrobatics, equestrian; lore [Asgardian]

Powers

Invulnerable to disease

Resistance +8 to aging

Equipment: sword of Asgardian steel +6

Volstag the Voluminous

Calling: Adventurer

Edge: 2

Str 16B, Agi 6D, Int 5D, Wil 9X

Skills: clubs, swords, wrestling; equestrian; lore [Asgardian]

Powers

Invulnerable to disease

Resistance +8 to aging

Equipment: sword of Asgardian steel +6

Heliopolitans

Typical Heliopolitan

Str 15, Agi 8, Int 9, Wil 9

Immortality, invulnerable to energy (I'm not too fond of invulnerability and so I have changed this to resistance to energy +10)

Osiris

Calling: Majesty/Exemplar

Edge: 3

Str 15X, Agi 11X, Int 10A, Wil 20D

Skills: energy control, history, lore (Heliopolitan), mythology, occult; leadership

Powers:

Cosmic Energy Control 19

Immortality

Plant Control 19 [all stunts]

Resistance +10 to all energy and physical

Isis

Calling: Exemplar

Edge: 3

Str 15X, Agi 10X, Int 12A, Wil 20D

Skills: energy control, history, lore (Heliopolitan), medicine, mythology, occult; manipulation

Powers:

Air Control 17

Earth Control 17

Fire Control 17

Immortality [raise the dead]

Psi-screen +8

Resistance +10 to energy

Shapeshifting 10 [limit: humanoids only]

Water Control 17

Isis was a powerful user of magic in real world mythology and she was capable of changing her appearance to appear as different women. In the Marvel Universe she was capable of manipulating the four traditional elements. In the old style Marvel Universe game she had a psyche of CL3000 (coverts to 28 in MSHAG). For personal preference I've changed her willpower to 20 and I have given her psi-screen.

Horus

Calling: Exemplar

Edge: 3

Str 18D, Agi 15X, Int 9B, Wil 12D

Skills: spears; energy control, lore (Heliopolitan), mythology; leadership

Powers:

Fire Control 14/18 [limit: heat only]

Immortality

Light Control 14/18

Paralysis 12

Resistance +10 to all energy

Equipment

Spear +6 [power amplification 4 (fire and light control only)]

In the marvel universe Horus requires his staff to use his fire and light control powers, I have altered this to so that it is instead a focus amplifying his powers to intensity 18. This is similar to the powers of Thor who has been shown to be able to use his weather control powers without Mjolnir although with less control.

Seth

Calling: Demolisher (Seth wished to destroy all life in the universe)/Vengeance (against Odin who cut of Seth's right hand)

Edge: 3

Str 16D, Agi 15X, Int 10A, Wil 14C

Skills: brawling; history, lore (Heliopolitan), mythology, occult; leadership, meditation

Powers:

Corrosion 18 "Death Touch"

Dimensional Travel 18

Energy Blast 17

Force Field 12

Immortality

Mind Control 14

Psi-screen +10

Resistance +10 to energy

Resistance +4 to physical

Size Alteration 12

While in his own dimension Seth is supreme and is able to draw upon the vast energies of his home. To reflect this while in his home dimension Seth has Regeneration 15 and is able to heal himself and unleash his power at its fullest potential (i.e. push his power and then heal up with regeneration).

Geb

Calling: Exemplar

Edge: 3

Str 16X, Agi 8X, Int 15B, Wil 20D

Skills: energy control, history, lore (Heliopolitan), mythology; leadership

Powers:

Earth Control 24 [strength boost [strength is increased to 24 while in contact with the earth], all stunts]

Immortality

Resistance +5 to kinetics

Resistance +10 to energy

Nut

Calling: Exemplar

Edge: 3

Str 15X, Agi 12X, Int 10A, Wil 14D

Skills: energy control, history, lore (Heliopolitan), mythology, occult; leadership

Powers:

Air Control 19 [all stunts]

Immortality

Resistance +10 to energy

Weather Control 19 [all stunts]

Shu

Calling: Exemplar

Edge: 3

Str 19X, Agi 15X, Int 10A, Wil 14D

Skills: aerial control; lore (Heliopolitan), mythology; leadership

Powers:

Air Control 17 [all stunts]

Dimensional Travel 17

Fire Control 17 [limit: heat only]

Immortality

Invisibility 17 [all stunts]

Resistance +10 to energy

Shu was the ancient Egyptian god who separated his children placing Geb on the earth below and Nut in the heavens. He was a god of the atmosphere and the harbinger of the sun's rays. Like the wind he was invisible, his power stems from the fact that he was an ancient God-Head and likely retains much, if not all, of this power .

Thoth

Calling: Investigator

Edge: 4

Str 19D, Agi 8X, Int 15A, Wil 17B

Skills: clubs; dimensional geography, history, lore (Heliopolitan), mythology, occult, trivia; meditation, mental control, trance

Powers:

Immortality

Magic 17

Resistance +10 to energy

Thoth was an ancient god of knowledge as well as a powerful magician. He is also the brother of Atum (Demogorge) and so his power may be far greater than shown here.

Bes

Calling: Guardian

Edge: 3

Str 15D, Agi 12D, Int 9C, Wil 10D

Skills: knives; acrobatics; lore (Heliopolitan), mythology; performing

Powers:

Detection 15 [astral, evil]

Luck Control 19

Resistance +10 to energy

While he was a god of good luck, Bes was also a guardian of pregnant women and small children often protecting women from evil forces during childbirth.

Olympians

Typical Olympian

Str 15, Agi 6, Int 3, Wil 5

Immortality

Apollo

Calling: Exemplar

Edge: 3

Str 16X, Agi 8D, Int 6D, Wil 9C

Skills: archery; lore [Olympian]; performing [harps], survival

Powers

Energy Blast 18 (of heat and light)

Immortality [invulnerable to aging and disease]

Precognition 18

Equipment: Sun Chariot [life support (air; affect others), flight 18, space flight 18]

Ares

Calling: Soldier/Vengeance (on Hercules)

Edge: 3

Str 18A, Agi 6B, Int 4D, Wil 8A

Skills: axes, brawling, clubs, hammers, knives, shields, spears, swords, wrestling; archery, demolitions, marksmanship; lore [Olympian]; intimidation, leadership, military, politics

Powers

Dimensional Travel 18

"God of War" No one gets a willpower trump when using the military skill against Ares.

Immortality [invulnerable to aging and disease]

Life Support 18

Regeneration 6

Artemis, Goddess of the Hunt

Calling: Investigator

Edge: 3

Str 16D, Agi 8D, Int 6D, Wil 8C

Skills: spears; archery; lore [Olympian]; survival, tracking

Powers

Immortality [invulnerable to aging and disease]

Equipment: bow and arrows +6

Athena, Goddess of Wisdom

Calling: Investigator

Edge: 4

Str 16C, Agi 8D, Int 15A, Wil 10D

Skills: shields, spears; archery; aeronautics, archaeology, astronomy, assessment, computers, cryptography, dimensional geography, geology, history, law, lore [Olympian], mythology, oceanography, photographic memory, physics, psychiatry, sociology; military

Powers

Immortality [invulnerable to aging and disease]

Equipment: Spear +5, Shield +5, Armour +5

Dionysus, God of the Vine

Calling: thrillseeker (hedonist)

Edge: 2

Str 16X (18X in his younger, more active days), Agi 6X, Int 4C, Wil 8D

Skills: lore [Olympian], trivia [wine, beer, brewing, etc.]; mental control

Powers

Emotion Control 16 [inspire madness (if Dionysus succeeds on an average emotion control [Willpower] action the target gains the frenzied hindrance for an aura exchange)

Immortality [invulnerable to aging and disease]

Plant Control 18 [ensnarement, plant growth]

Shapechanging 10

Hephaestus, God of the Forge

Calling: Investigator

Edge: 2

Str 16D, Agi 4C, Int 15B*, Wil 5X

Skills: hammers; gadgetry, repair; lore [Olympian], mechanics, physics

Powers

Immortality [invulnerable to aging and disease]

*It is likely that Hephaestus has kept up with advances on earth as well and quite likely has many modern science skills which could be used for inventing (i.e. electronics, weapon systems etc.)

Hera

Calling: Vengeance (on Hercules)/Majesty

Hindrance: Hatred (of Hercules)

Edge: 2

Str 16X, Agi 6X, Int 8C, Wil 10B

Skills: lore [Olympian]; manipulation, mental control, politics

Powers

Godly Power 16 [dimensional travel, energy blast, force field]

Immortality [invulnerable to aging and disease]

Hercules

Calling: Adventurer

Edge: 3

Str 20A, Agi 6D, Int 4D, Wil 8X

Skills: **brawling**, **clubs**, **sonic slam**, **wrestling**; **archery**; **lore [Olympian]**

Powers

Immortality [invulnerable to aging and disease]

Hermes

Calling: Youthful Enthusiasm

Edge: 3

Str 15X, Agi 12D, Int 8D, Wil 8X

Skills: **fast exit**; **chemistry**, **lore [Olympian]**, **medicine**

Powers

Immortality [invulnerable to aging and disease]

Equipment: **winged sandals** [dimensional travel 16, flight 22, lightning speed 22, spaceflight 22 [life support]]

Hades

Calling: Majesty/World Domination

Edge: 4

Hindrance: Grounded [while Pluto is outside of Hades his strength and powers drop by 2]

Str 18D, Agi 16X, Int 18C, Wil 15C

Skills: **axes**; **energy control**, **lore [Olympian]**, **mythology**; **intimidation**, **military**

Powers

Dimensional Travel 17

Energy Control 17 [fire, darkforce, electrical, gravity, light]

Soulfire Control 17 [energy sheath, soulfire weapons (up to +5 damage and contingent paralysis 16)]

Force Field 17

Immortality [invulnerable to aging and disease, raising the dead]

Life Drain 13 [weakness (drains strength)]

Regeneration 16

Equipment: **Helm of Invisibility** [intensity 18 invisibility; inaromatic, inaudible, intangible, invisible to machines]; **Battle Axe** +6 [power amplification 2 (Hades' powers only)]

Poseidon

Calling: Majesty

Edge: 4

Str 18D, Agi 10X, Int 15A, Wil 15X

Skills: spears [tridents]; energy control, lore [Olympian], mythology, [oceanography](#)

Powers

Animal Control 18 [limit: sea creatures only; animal summoning, animal telepathy]

Godly Power 17 [dimensional travel, energy blast, energy control, shapechanging, size alteration]

Immortality [invulnerable to aging and disease]

Lightning Speed 18 [limit: swimming only]

Precognition 5

Water Breathing 18

Water Control 19 [air bubbles, dehydration, drowning, fog, melting, propulsion, tsunami, waterwalking, water creation, water elementals]

Equipment: Trident +6

Venus (Aphrodite)

Calling: Thrillseeker (Hedonist)

Edge: 3

Str 15X, Agi 10X, Int 4C, Wil 10D

Skills: lore [Olympian], trivia [\[all mortal works on love\]](#); mental control

Powers

Emotion Control 18 [limit: love only; broadcastable, empathy, multiple targets, prolonged emotions]

Zeus

Calling: Majesty

Edge: 4

Str 19B, Agi 12X, Int 10A, Wil 18D

Skills: [brawling](#), [shields](#), [spears](#); energy control, lore [Olympian], mythology, occult; leadership

Powers

Godly Power 19 [ability boost, dimensional travel, empowerment, energy blast (electrical), weather control]

Immortality [invulnerable to aging and disease, remove/restore immortality (limit: Olympians only)]

Precognition 18 [limit: Zeus can see only general trends and major events, nothing specific]

Regeneration 10

Shapechanging 18 [imitation]

Zeus' Godly Power is something akin to the Odin Force and was inherited by Hera after Zeus was killed during Mikaboshi's attack on Olympus. Although it seems that the child that Zeus was reduced to after drinking from the river Lethe still has the power to command the weather.

Celtic Gods of Avalon

Leir, God of Lightning and the Spear

Calling: Exemplar

Edge: 3

Str 18C, Agi 6X, int 5D, wil 8D

Skills: **brawling**, **spears**; **lore (Avalon)**; **leadership**

Powers

Electricity Control 18 [lightning spears (spear skill applies), resistance to electricity]

Resistance +8 to aging, cold, disease, heat, poison, and radiation

Amatsu-Kami

Typical Amatsu-Kami

Str 14, Agi 11, Int 6, Wis 8

Invulnerable to disease, Resistance to aging

Izanagi

Calling: Majesty

Edge: 3

Str 19C, Agi 12D, Int 8X, Wil 12C

Skills: **martial arts weapons**, **spears**; **martial arts**; **leadership**, **mental control**

Powers

God-Force 18 [ability boost, dimensional travel, empowerment, energy blast]

Invulnerable to disease

Resistance +9 to aging

Equipment: 'Ame-no-tamaboku' **Spear** +6 [power amplification 2 (god-force)]

Mikaboshi, God of Evil and Darkness

Calling: Vengeance/World Domination

Edge: 3

Str 15D, Agi 17B, Int 10D, Wil 14A

Skills: **martial arts weapons**; **contingent attack**, **fast exit**, **martial arts**; **lore [Eastern cultre]**; **art**, **intimidation**, **manipulation**, **taunting**

Powers

Body Transformation 17 [limit: shadow only (0 strength, invulnerable to physical attacks, susceptible to light attacks, flight)]

Invulnerable to disease

Resistance +9 to aging

Shadow Control 19 [duplication, infravision, shadowboxing, shadow play, shadow spots]

Shapeshifting 17 [elongation, imitate DNA, imitate finger prints, imitate retinal patterns, imitate scents, plasticity, size alteration (Str 19; energy blast [fire] 17 in shadow dragon form)]

This is an adaptation of from what I have seen in the comics as well as from Encyclopaedia Mythologica; it may need further refinement in the future. Currently Mikaboshi seems to

have gained leadership over the pantheons that were defeated by the Skrull gods. Recently Mikaboshi has defeated the Shiar gods.

Teteoh (Aztec Gods)

Typical Teteoh

Str 15, Agi 4, Int 4, Wil 6

Immortality [invulnerable to disease]

Quetzalcouatl

Calling: Majesty

Edge: 3

Str 20D, Agi 8C, Int 6X, Wil 10D

Skills: **brawling**, **spears**; **ricochet**, **throwing**; **leadership**

Powers

Flight 18

Immortality [invulnerable to disease]

Shapechange 20 [limit: into feathered serpent only (gains energy blast of fire 16 and body armour +3)]

Equipment: Solar Disc Shield +6 [returning, light control 18 (blinding)]

Tezcatilopica

Calling: Majesty

Edge: 3

Str 20A, Agi 7B, Int 6X, Wil 10D

Skills: **axes**, **brawling**, **boxing**, **knives**, **spears**, **swords**; **archery**, **throwing**; **military**

Powers

Immortality [invulnerable to disease]

Equipment: pole-arm +6

Other Gods of Earth

Aboriginal Gods

Str 14X, Agi 8X, Int 6X, Wis 10X

Powers

Dream Control 10 [dimensional travel 'Dreamtime']

Immortality [invulnerable to disease]

Shapechanging 12 (into animals and other natural objects only)

Ahau (Mayan Gods)

Str 15X, Agi 4X, Int 4X, Wis 6X

Powers

Immortality [invulnerable to disease]

Shapechanging 15 (partial change only; claws or body armour with damage/defence value of +5)

Ahpuch, God of the Dead

Possessed power to project hellfire (hellfire control), likely has spirit control and dimensional travel powers as well.

Itzamna, God of the Sun (brother of Ahpuch)

He possesses increased strength (probably 85 tons). As a former God-Head he also has vast mystical energy manipulation powers similar to Odin and Zeus.

Hunab-Ku, God of the Sky (father of Itzamna and Ahpuch)

As a former God-Head Hunab-Ku possessed increased strength and the ability to manipulate vast amounts of mystical energy.